Method for protecting a character entered at a graphical interface

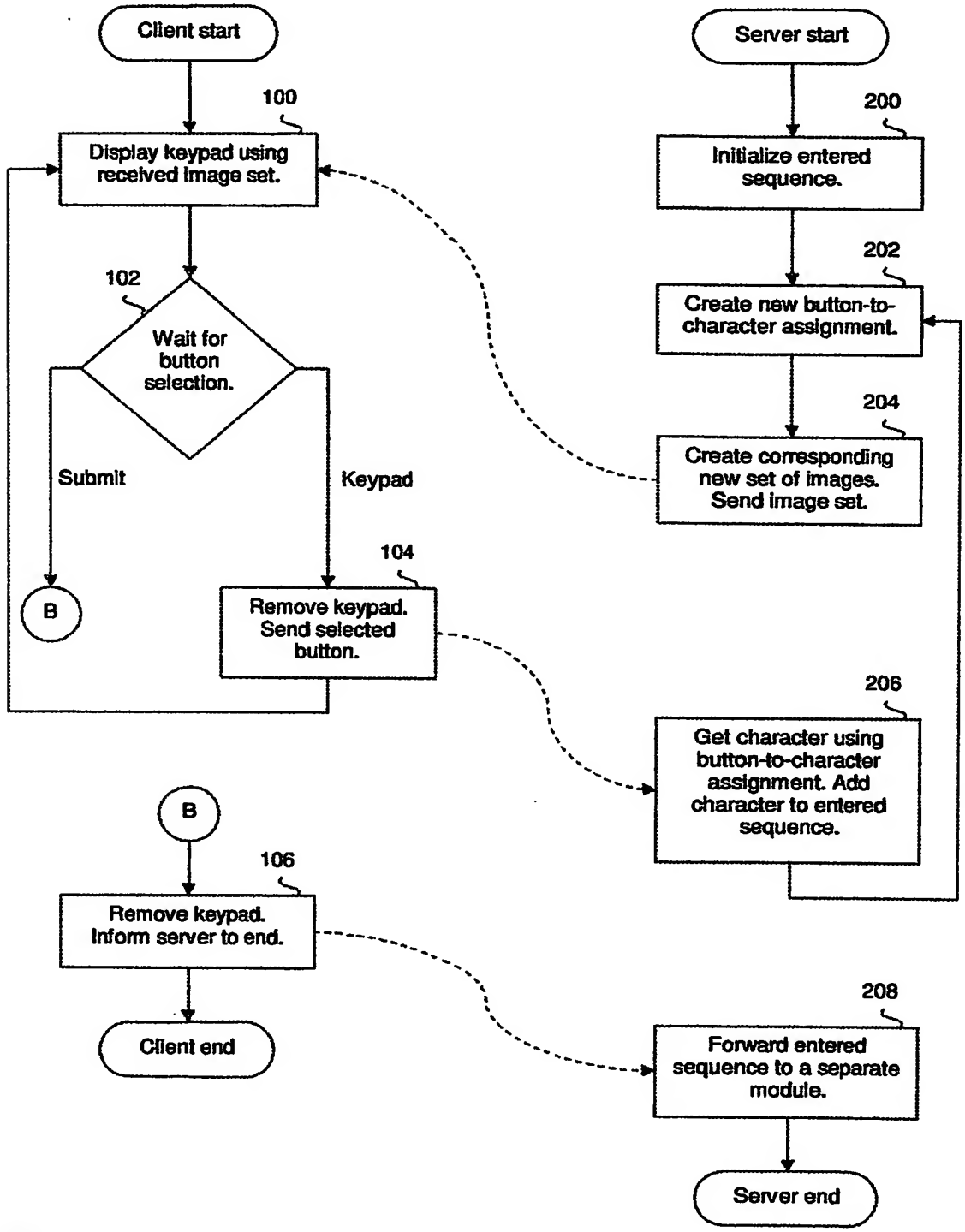

FIG. 1

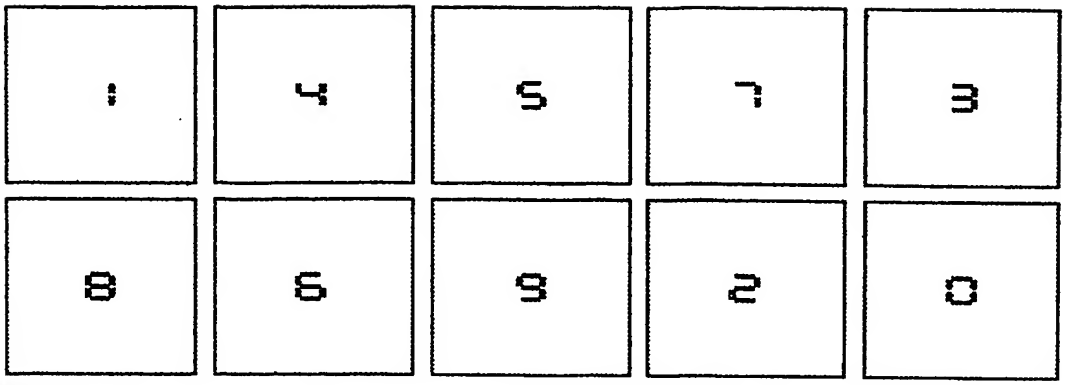

FIG. 2

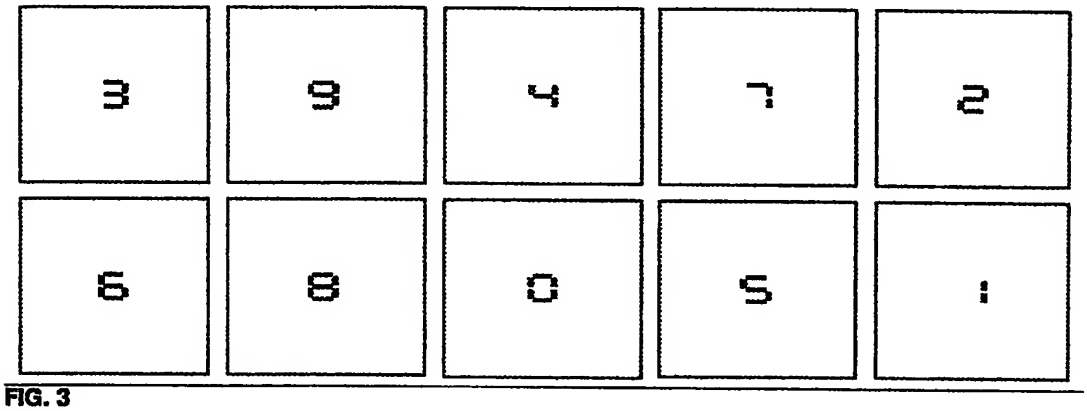

FIG. 3

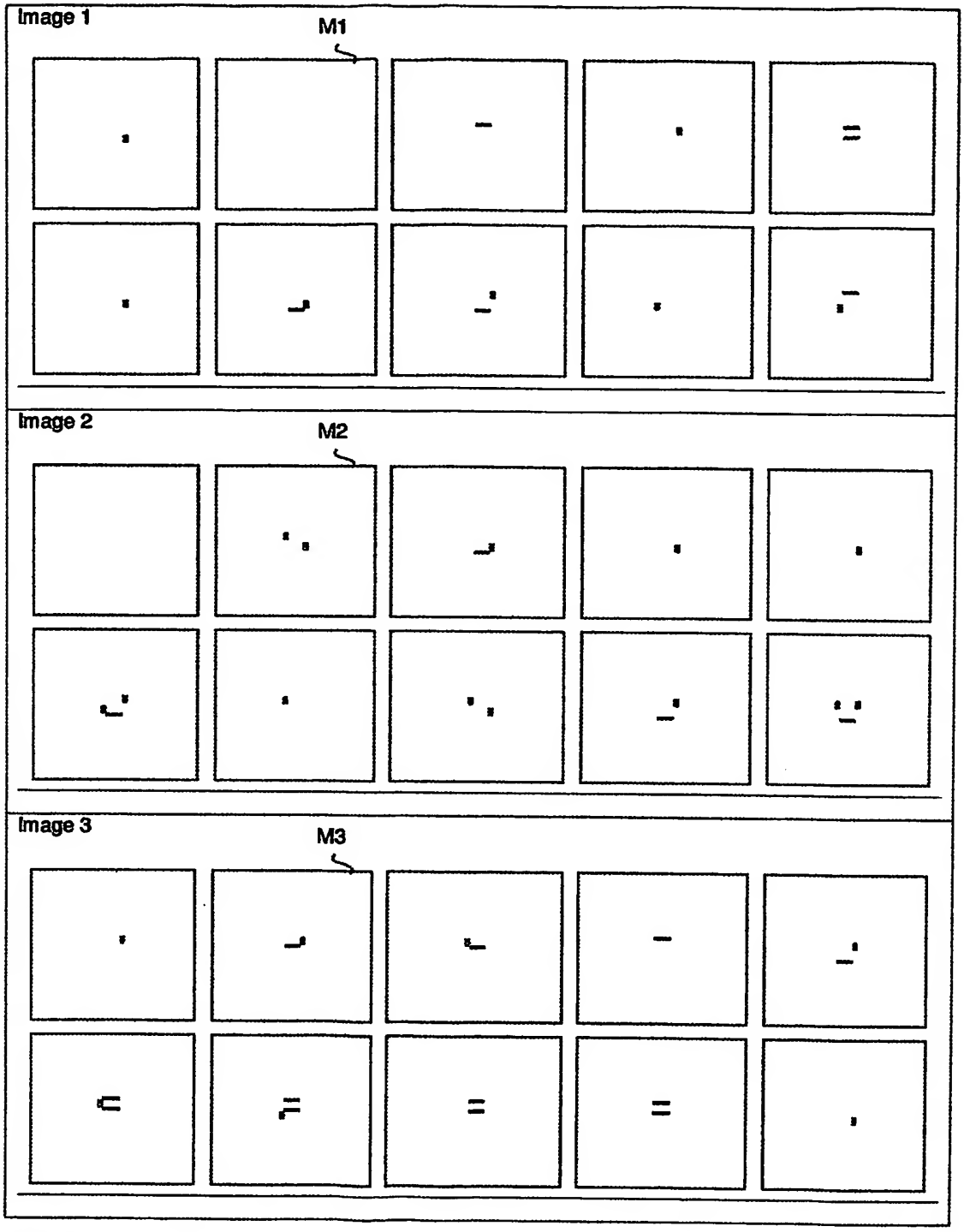

FIG. 4

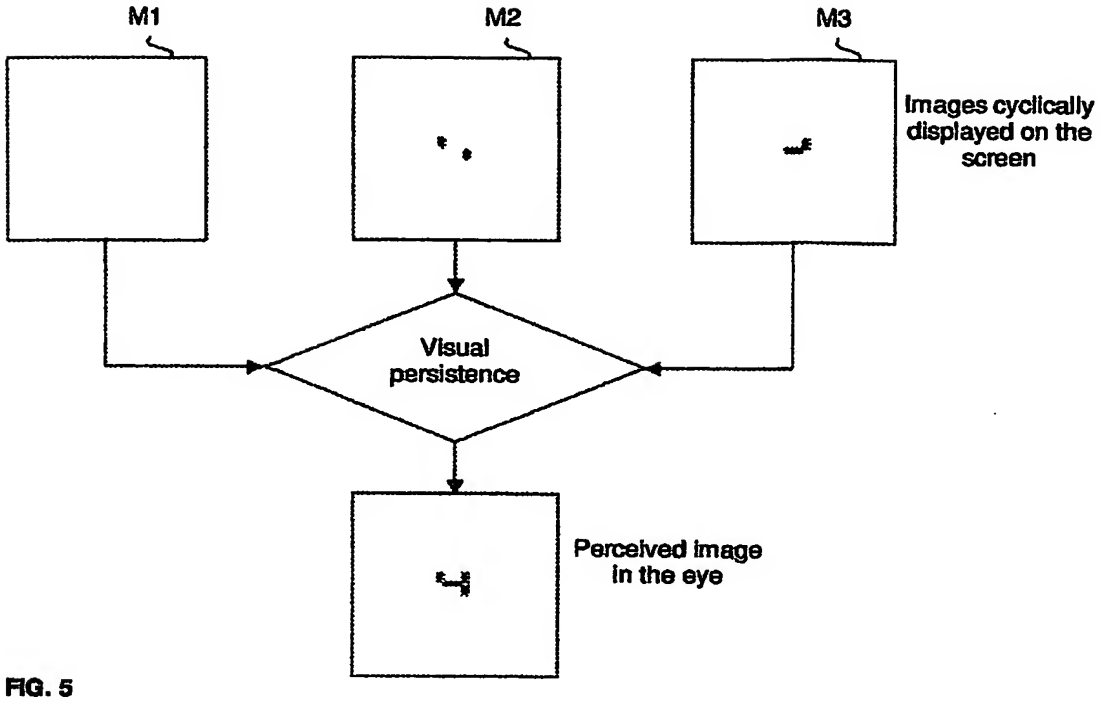
M1
M2
M3
Images cyclically displayed on the screen
Visual persistence
Perceived image in the eye

FIG. 5

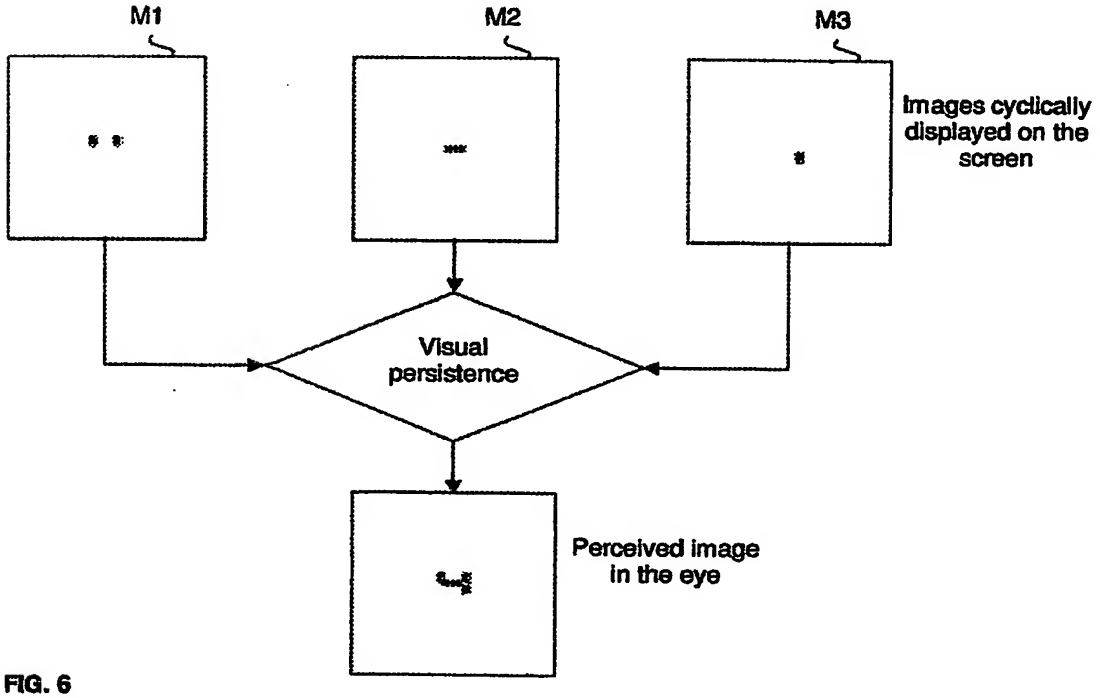
M1
M2
M3
Images cyclically displayed on the screen
Visual persistence
Perceived image in the eye

FIG. 6

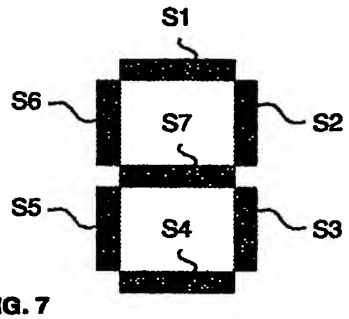

FIG. 7

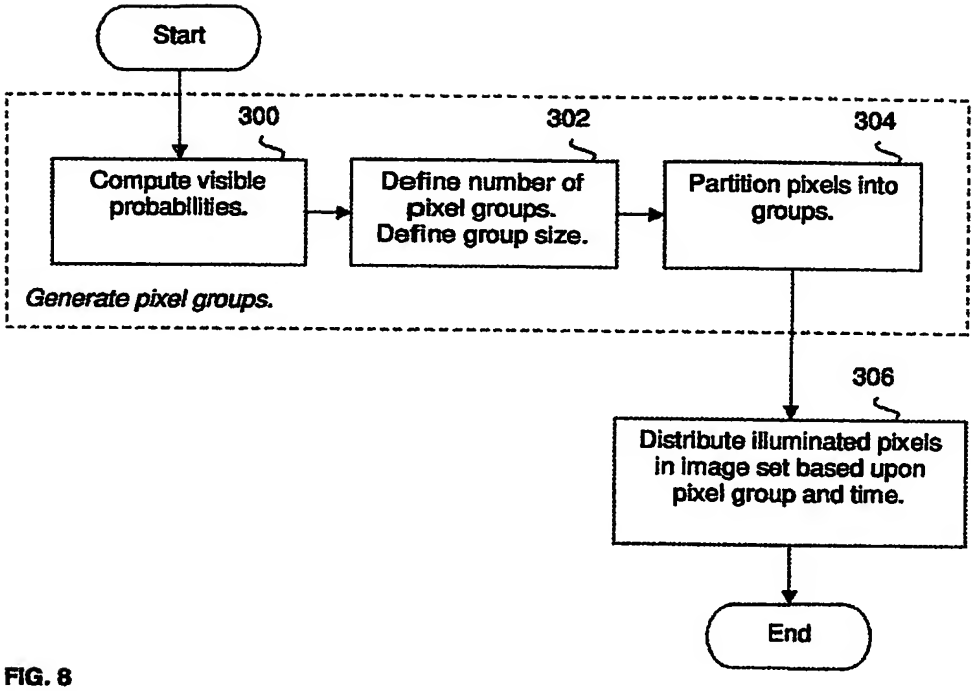

FIG. 8

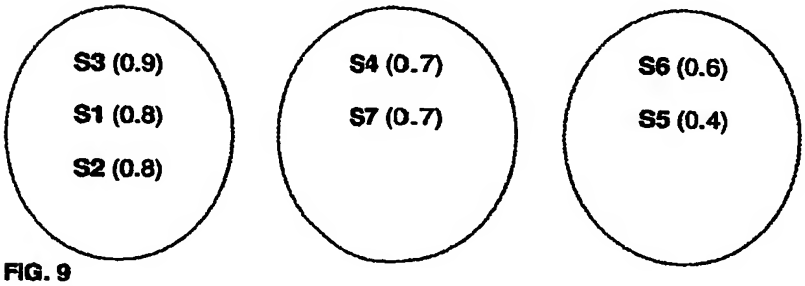

FIG. 9